

Note:

- ar is a constant pointer it stores the base address of the array.
- The above declared array is of the integer datatype so each cell occupies a space of 4 bytes.
- ar [0] =100, base address is the address of the first element of the array.
- Address=base address + index value * size of datatype.
- Address of ar[2]=100+(4*2).

Input statement:

```
#include <stdio.h>
int main()
{
    int i, elements;
    printf("Enter the number of elements");
    scanf("%d", &elements);
    int ar[elements];
    for (i = 0; i < elements; i++)
    {
        printf("Enter the value of ar[%d] ",i);
        scanf("%d", &ar[i]);
    }
}
```

TWO DIMENSIONAL ARRAYS:

Syntax: **data_type variable_name [no. of rows][no. of columns]**

int ar [3][3]

	Col 0	Col 1	Col 2
Row 0	1	2	3
Row 1	4	5	6
Row 2	7	8	9

ar[0][0]=1 ar[0][1]=2 ar[2][2]=9

Input statement:

```
#include <stdio.h>
int main()
{
    int row, column, row_size, col_size;
    printf("Enter the number of rows and columns:");
    scanf("%d", &row_size);
    scanf("%d", &col_size);
    int ar[row_size][col_size];
    for (row = 0; row < row_size; row++)
    {
        for (column = 0; column < col_size; column++)
        {
            printf("Enter the value of ar[%d][%d]:", row, column);
            scanf("%d", &ar[row][column]);
        }
    }
}
```

```
int ar[3][3] = {{1,2,3},{4,5,6},{7,8,9}};
```

Similarly, we can have arrays of different dimensions.

Ex- Three dimensional array. `int ar[2][3][4]`.

```
int ar = {{{1,2,3,4},{5,6,7,8},{9,10,11,12}},
          {13,14,15,16},{17,18,19,20},{21,22,23,24}}};
```